

GUN™

SHOWDOWN

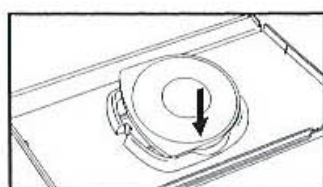


NEVERSOFT

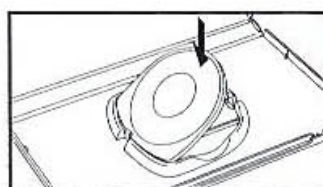
ACTIVISION.

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™ Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

ULES-00484

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PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, another rating system applies). PEGI comprises two separate but complimentary elements. The first is an age rating:



The second is icons indicating the type of content in the game. Depending on the type of game, there may be a number of such icons. The age-rating of the game is appropriate to the intensity of the content. The icons are:



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit <http://www.pegi.info>

PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

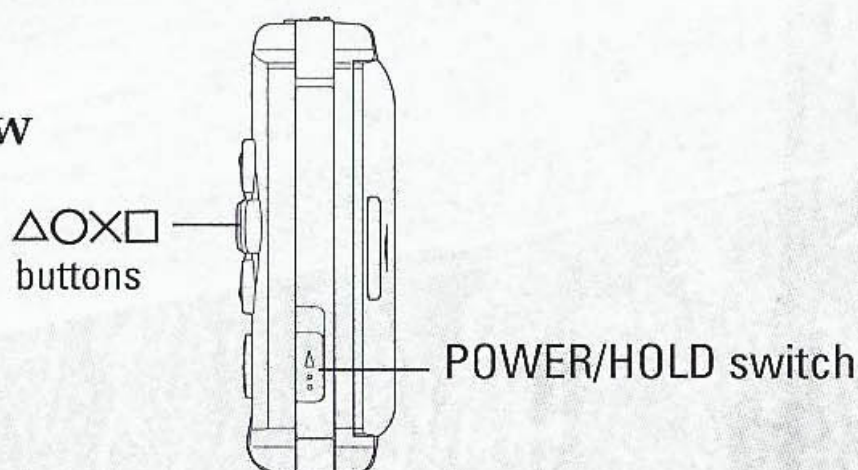


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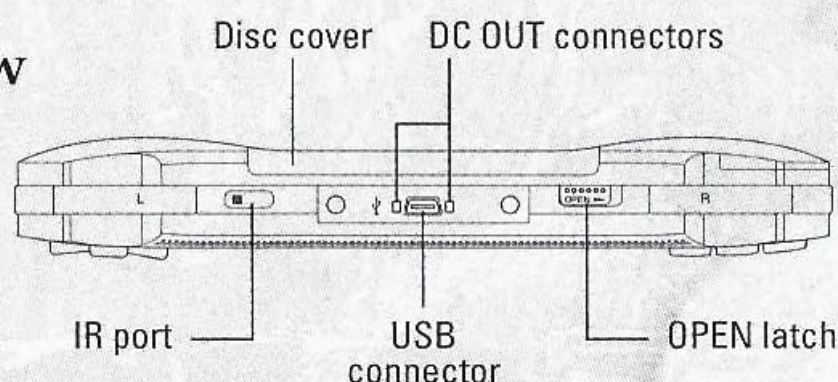
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GETTING STARTED

Right Side View



Front View



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the *GUN™ Showdown* disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the  icon and then the  icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a PSP™ Game disc while it is playing.

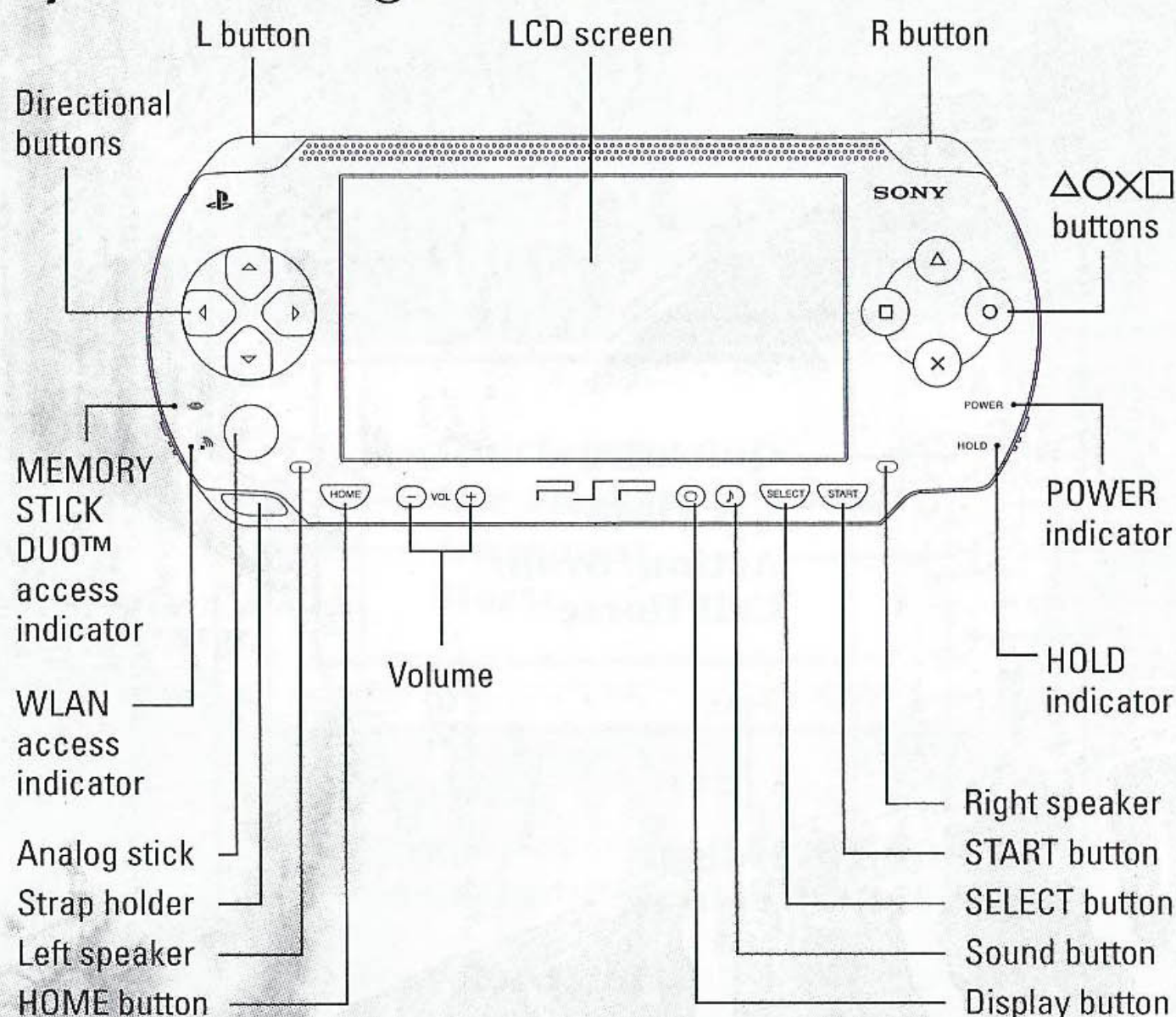
Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP™. You can load saved game data from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved games.

STARTING UP

PSP™ (PlayStation®Portable) System Configuration



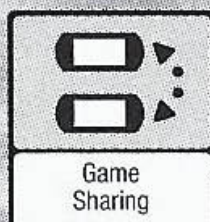
WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow you to communicate with other PSP™ systems, download data and compete against other players via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.

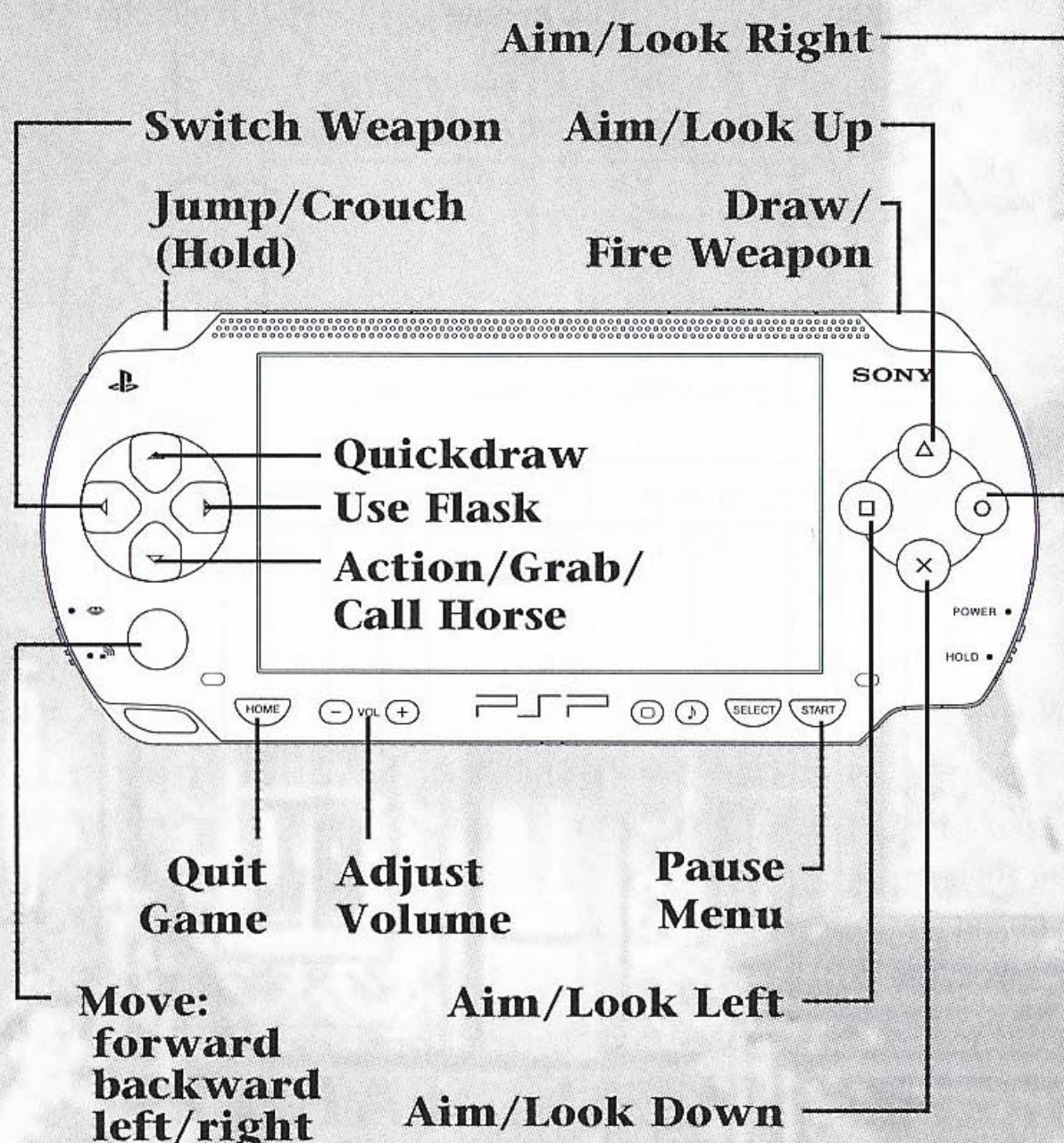


INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors, please see <http://www.scei.co.jp/psp-license/pspnet.txt>.

CONTROLLING COLTON WHITE



Move: Forward/backward/left/right – Analog stick

Aim/Look up – **▲**

Aim/Look down – **×**

Aim/Look left – **◻**

Aim/Look right – **◎**

Draw/Fire weapon – **R button**

Melee attack – **R button** (when close to enemy)

Jump – **Tap L button**

Crouch – **Hold L button**

Quickdraw – **Directional button ↑**

Switch weapon – **Directional button ←**

Use flask – **Directional button →**

Action/Grab/Talk/Mount/Use –

Tap directional button ↓

Reload – **Hold directional button ↓ + ▲**

Zoom (when rifle is equipped) –

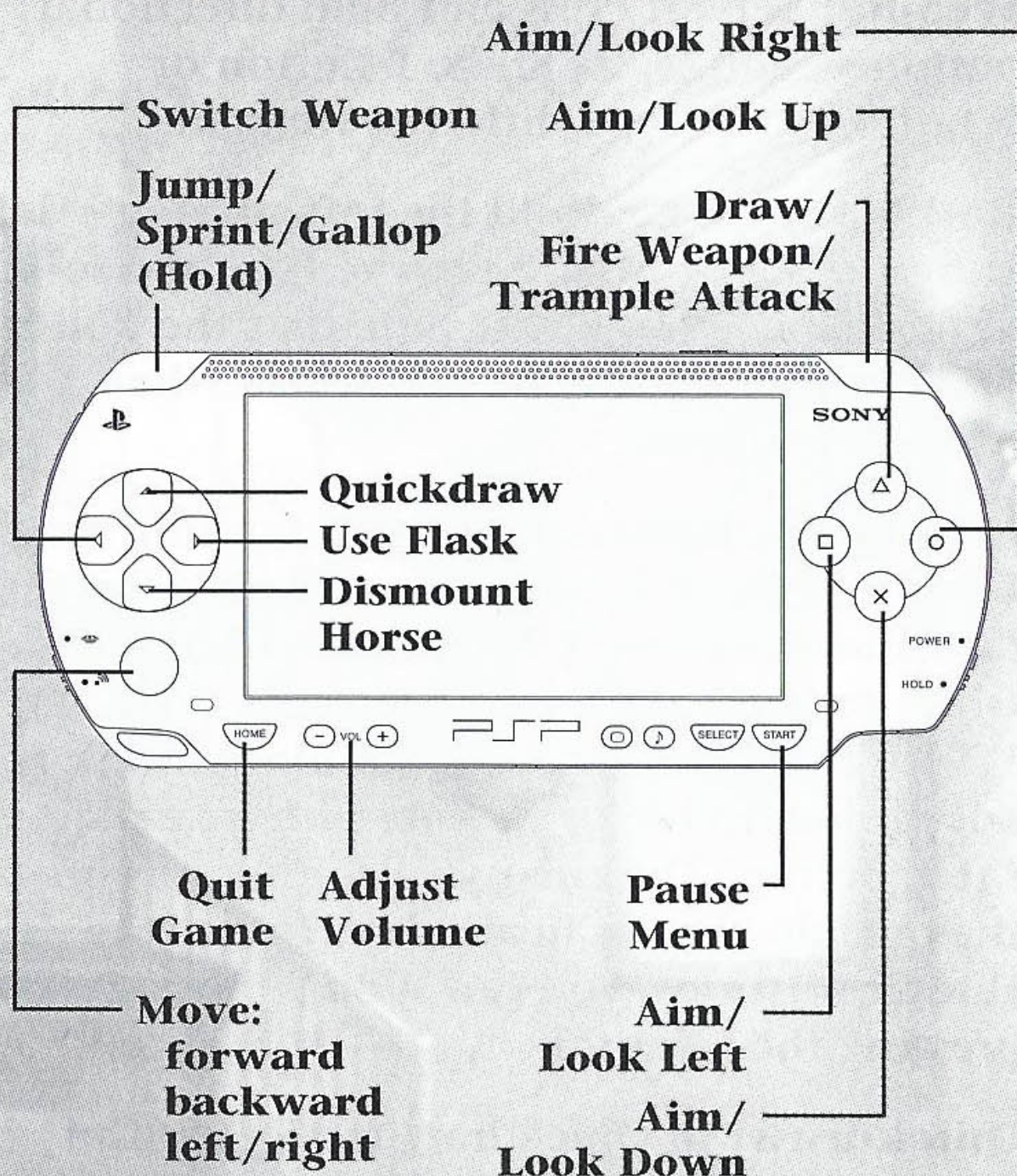
Hold directional button ↓ + ◻

Holster weapon –

Hold directional button ↓ + ×

Call Horse – **↓ + ◎**

Controls on Horseback



Move: Forward/backward/left/right – Analog stick

Aim/Look up –

Aim/Look down –

Aim/Look left –

Aim/Look right –

Draw/Fire weapon – R button

Trample attack – R button (when close to enemy)

Jump – Tap L button

Sprint/Gallop – Hold L button

Quickdraw – Directional button

Switch weapon – Directional button

Use flask – Directional button

Dismount horse – Tap directional button

Reload – Hold directional button +

Zoom (when rifle is equipped) –

Hold directional button +

Holster weapon – Hold directional button +

Advanced Controls

Weapon Select: Press and hold directional button ← and ▲, ◎, ⊗, ■, L button or R button to select a different weapon.

Roll Manoeuvre: Hold the left analog stick either left or right and tap the L button to do a roll manoeuvre. Please note that the Roll manoeuvre can only be performed when a weapon is drawn.

Grabbing Opponents: When standing next to an injured or unsuspecting enemy, tap the directional button ↓ to grab your opponent. Once grabbed, the enemy becomes your shield, taking bullet fire until his health runs out or you decide to execute him by pressing the L button. The enemy's health bar is on the outside of your health bar. In Bounty Hunter missions, you can subdue hostages by pressing the L button.

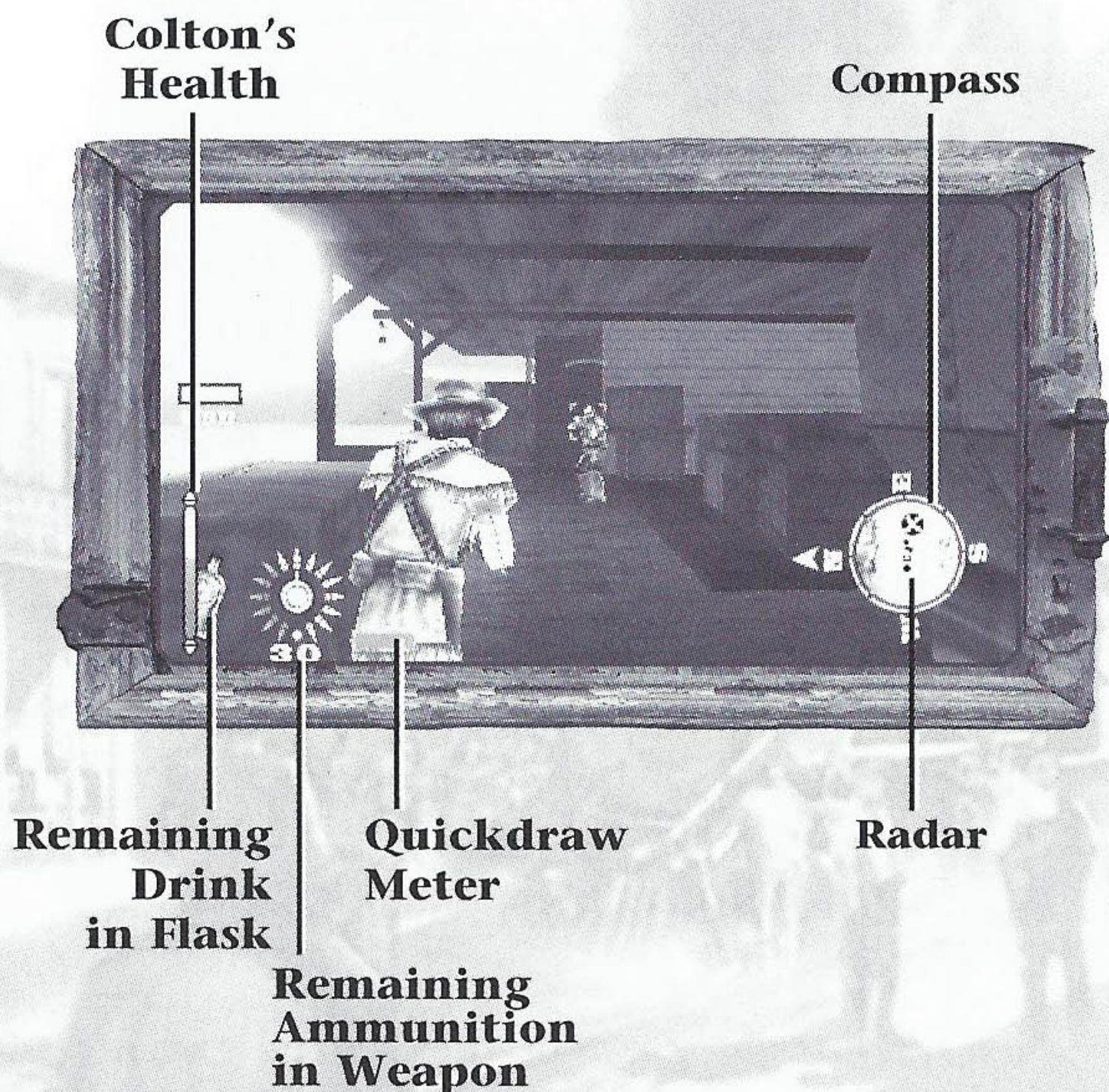
Quickdraw: In Quickdraw mode, tap the analog stick left or right to toggle the auto-target between the different enemies on-screen.

On Horseback

Press and hold the L button to sprint your horse. Sprinting your horse too much will tire it out or even cause the horse to die.

Trample Attack: When in close range of an opponent, pressing the R button will perform a high-damage trample attack.

ON-SCREEN DISPLAY



Radar/Compass

Enemy positions are indicated on the radar. Also, the radar has a compass to guide Colton in the right direction.

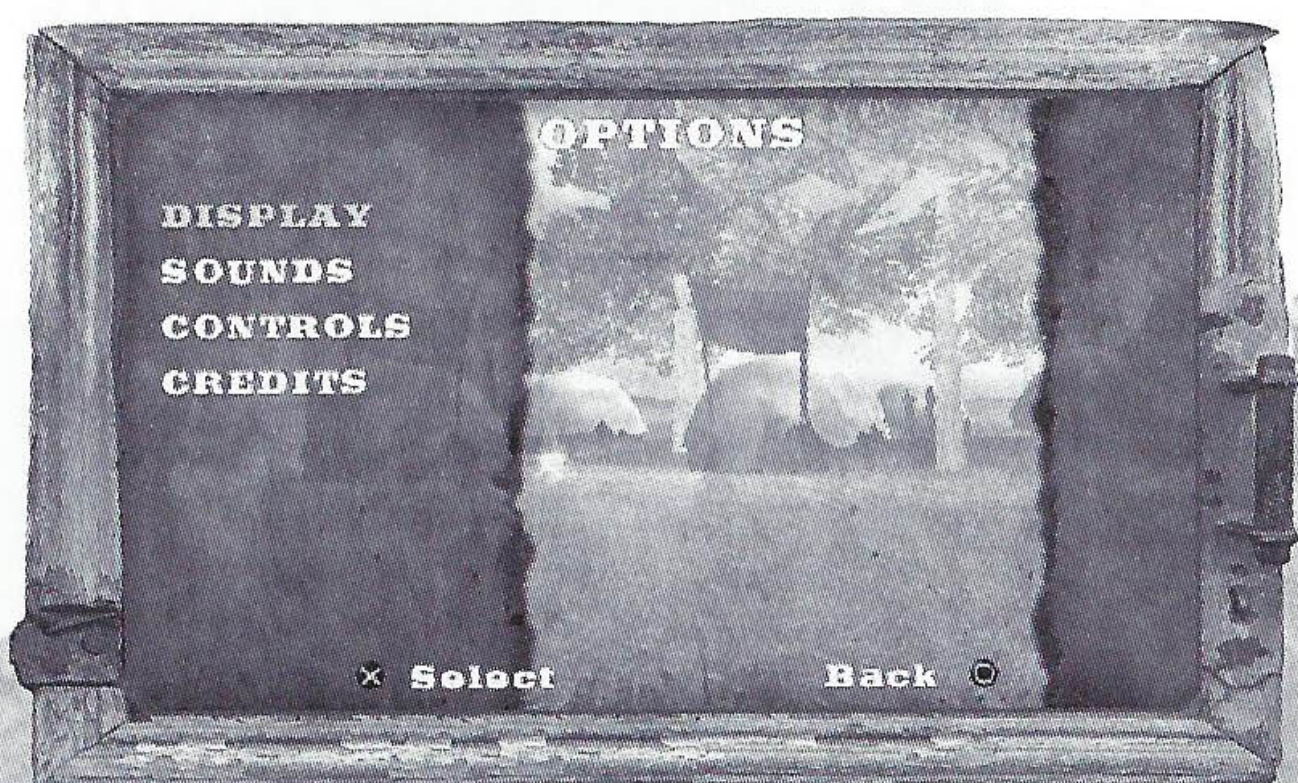
Weapon Usage

R button: Use firearm.

R button when close to enemy: Use melee weapon.

R button to charge: When a thrown weapon is the selected weapon, holding the R button will charge the distance of the thrown weapon.

MENU OPTIONS



Display

HUD: Toggle the Heads-Up Display (HUD) on or off.

Reticle: Toggle the aiming crosshair on or off.

Cutscene Subtitles: Toggle cutscene subtitles on and off.

Sound

Adjust the sound and music volumes from this menu.

Controls

Control Mode: Switch between using the analog stick to move the character or using the analog stick to look around and aim.

Invert X-Axis: If you wish to invert your horizontal control, you can activate it here.

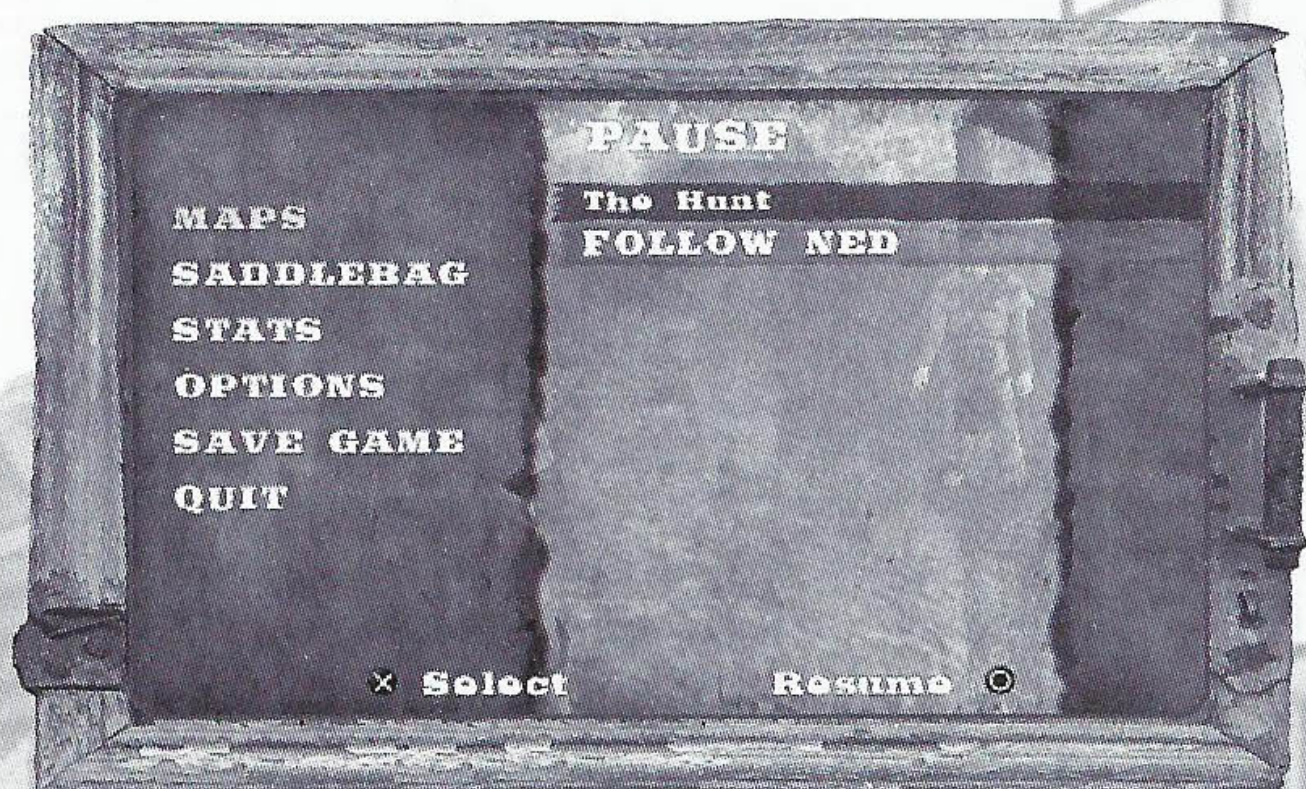
Invert Y-Axis: If you wish to invert your vertical control, you can activate it here.

Camera Sensitivity: Adjust the sensitivity of the camera control here.

Credits

View the Credits for *GUN™ Showdown*.

PAUSE MENU



Maps

Never find yourself lost in the world of *GUN™ Showdown* by using the in-game map.

Saddlebag

Along his path, Colton acquires many different weapons, which differ in power, damage, range and rate of fire. Colton can equip his weapons from the Saddlebag option in the **Pause Menu**. In the Saddlebag, Colton can view his available guns, throwing and melee weapons and select which one to use.

PROFILE (SAVING & LOADING)

Select the Profile option from the Main Menu to save, load and delete data. To save a game, you'll need at least 192 KB of free space available on your Memory Stick Duo.™ To check your free memory and/or delete existing games, use the PSP™ Browser. To load a previously saved game, select **Profile** from the Main Menu. You can save up to five *GUN™ Showdown* game files.

To edit the profile name, highlight and press the ⊗ button. To select the character you wish to use in Multiplayer game modes, highlight the character and press the ⊗ button.

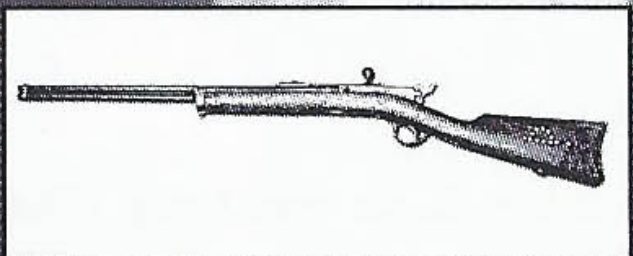
WEAPONS

Weapons are broken down into seven main groups. Select your weapon using the Saddlebag menu from the **Pause Menu**.

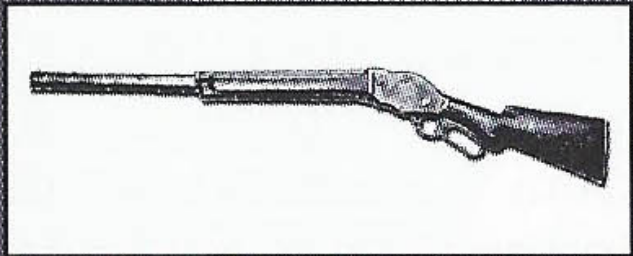
Pistols – Pistols are best from close to mid-range, have a fast rate of fire, a fairly quick reload time, and cause medium damage.



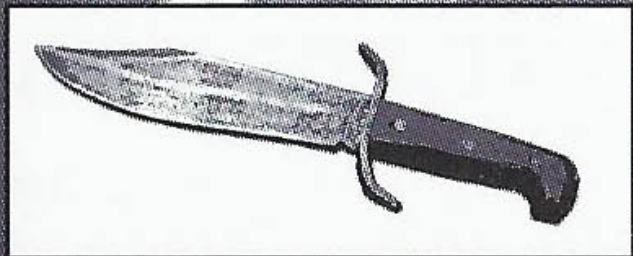
Rifles – Rifles are best from medium to long-range, have a medium rate of fire, a medium reload time and cause mid to high damage.



Shotguns – Shotguns are best from close range, have a slow rate of fire and a medium reload time, but cause high damage.



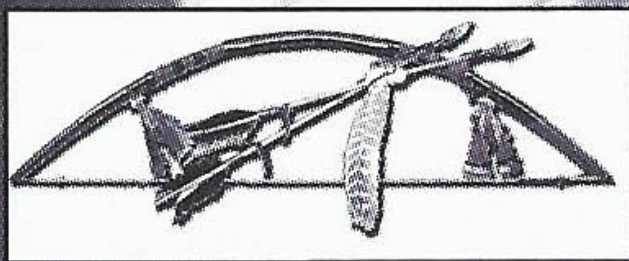
Melee – Melee weapons are best at close range, have a fast rate of fire with no reload time and cause high damage.



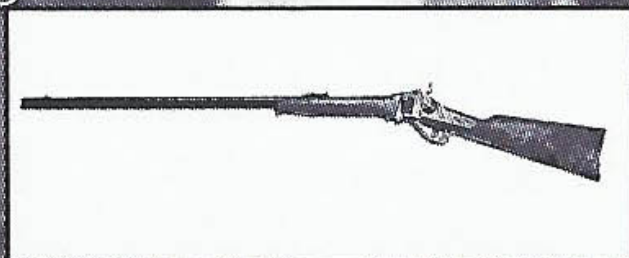
Thrown – Thrown weapons are best from mid-range, have a medium rate of fire with no reload time and cause very high damage.



Bows – Bows are silent weapons best from close to mid-range, have a fast rate of fire, no reload time and cause mid to high damage.



Sharpshooters – Sharpshooters are best from long range, have a slow rate of fire and cause high damage.



GAMEPLAY TIPS & STRATEGY

GUN Quickdraw Mode

Press the directional button **↑** to start Quickdraw mode to get more time and accuracy when lining up a critical shot. Once initiated, Colton's reflexes and gunfighting skills go into slow motion with the view zoomed in, allowing for more precise targeting. When you first press the directional button **↑**, the flashing yellow Quickdraw bar appears on-screen and depletes at a steady rate. You can increase the Quickdraw bar by eliminating enemies. Accuracy shots such as a headshot or disarm also increase Quickdraw.

GUN Zoom Firing

Press the directional button **↓** + **□** button to access Zoom Firing. This zooms in your view so you can more accurately target and hit enemies. By zooming, you can snipe and engage large groups of enemies from a safe distance that would normally be too difficult for a direct assault. You can zoom with bows, rifles and sharpshooters.

The amount of zoom varies depending upon the weapon:

Rifles: Rifles have medium-level zoom with the rifle barrel and aiming sights visible.

Sharpshooter: Sharpshooter rifles have a high-level zoom greater than that of rifles.

Bows: Bows have a medium-level zoom.

Working with Allies

Use allies (posse members, gang members, Native Americans) to aid in attacking enemies and completing objectives. Be sure to protect allies when possible, because they are vital to the success of some missions.

SIDE MISSIONS

Along his path, Colton will encounter a variety of side missions in the West. He can earn money by helping out farmers, assisting the local sheriff, keeping regular citizens out of harm's way and even hiding a card up his sleeve and playing some Hold 'Em. Side missions are also vital in upgrading Colton's skills. The side missions are listed below and come up in random places on Colton's journey.

Pony Express – Use your trusty horse to deliver items and get from place to place, all within the allotted time.

Ranching – Earn some money and hone your horse-riding skills by helping local farmers corral up their livestock.

Bounty Hunting – Every town in the Wild West had outlaws running rampant, with the tagline, "Wanted: Dead or Alive." Catch these outlaws to bring some order to the West and money in your pocket.

Mining – The West was built on opportunity, dreams and gold. In your travels, you may come across gold no one else has found. Make sure you have a pickaxe handy, to mine your treasure.

Poker – You can work for your money, or you can just win it from the local gamblers in the saloon. Out-bluff your competition in a Texas Hold 'Em tournament. Play your cards right, and you'll come up all Aces.

Keep the Peace – Every sheriff in the West could use an extra hand. Help out the local deputies by stopping trouble before it starts and flushing out the bad guys in each town.

Hunting – The Old West wasn't wild just because of the people. Even the animals wanted a piece of the action. Hunt animals that come across your path, and maybe everyone will get dinner tonight.

Marshall – With outlaws running around, it's tough to catch 'em all, especially when they take innocent people hostage. Stop the criminals from running roughshod and rescue the victims by defending towns, taking out the bandits and keeping people safe.

MULTIPLAYER

Exclusive to *GUN Showdown* are three multiplayer game modes: **Deathmatch**, **Golden Cross** and **Poker**. All multiplayer game modes are playable via the PSP™'s Ad Hoc wireless connection.

Deathmatch – (1-6 players) Take on all challengers in a free-for-all with up to five other players, and find out who is the top Gunslinger. Customize your location, score limit and time limit. Even throw in bots to round out your group of competitors.

Golden Cross – (1-6 players) Find the Golden Cross, the object of everyone's desire in the world of GUN Showdown, and control it longer than anyone else. The Golden Cross is located somewhere within the map. If you take control of it, you become the target of everyone's execution. After picking up the Cross, defend yourself as long as you can. You're the winner if you hold the Cross longer than anyone else.

Poker – (1-5 players) Raise, Bluff and go all-in against your friends in a game of Texas Hold 'Em. Just like the version played in Dodge and Empire, take a seat at the table, check out your hole cards and play. You don't always need the best hand to win, you just need the LAST hand.

QUICKPLAY

New to the world of GUN are six Quickplay games that deliver fast gameplay experiences separate from the main storyline. Each game requires you to think fast and act faster!

Quail Hunt – Take out the groups of quail in the meadow. See how many you can hunt down before time runs out.

Hold the Fort – Colton has made his way into Hollister's Fort, but now the renegades want back in. Man the cannon and take out the attacking forces. Aim and timing are key. Take down as many enemies as you can before they breach the fort wall and come looking for you...

Suppress the Outlaws – Just when you think Empire is safe, a gang of outlaws starts to attack. Take out the outlaws any way you can. Earn more points for subduing outlaws and delivering them to the Empire Jail. It's a battle of skill and reflexes as you shoot one group of enemies while attempting to capture another.

Bear Hunt – It's time for the bears to hunt Colton and you must do your best to ensure that Colton doesn't wind up extinct. Take out the bears as they attack. Initially, it will be one at a time, but you know that bears don't always travel alone. Use your reflexes to stay alive.

Fire Fight – Empire has some houses holding corrupt officials that need to be destroyed. Use your whiskey bombs to set fire to these houses, all while trying to defend yourself from the townspeople, who are none too happy to see their shady businesses go down in flames.

Hollister's Dynamite Run – Hollister is back and this time, he brought his clones with him. While in Empire, Hollister sees Colton and rushes him with dynamite strapped around his waist. Eliminate Hollister before he has a chance to do the same to you. Once you've taken out Hollister, you'll see another one, and another one. Take out as many as you can in the time limit.

Poker – Just need a quick fix of Hold 'Em? Play against the pros from the Alhambra. The same rules apply from poker in Story mode, only this time, you won't be able to carry that lucky Ace up your sleeve.

CHARACTERS

Colton White

Colton White grew up in the wilderness of the Wild West, learning the ways of the Mountain Man from his father, Ned, who taught young Colton how to trap, ride horses and shoot game. As the two of them journey the territory together, they encounter a steamboat, and Colton's life will never

be the same. Colton is driven on a quest to discover who he is. In the process, he ends up learning a lot more about himself, Ned and all the people he meets on his journey. Colton will work inside and outside the law, doing anything it takes to get the answers he's looking for.

Jenny

When her mother passed away, Jenny assumed the role as hostess of Dodge City's bustling brothel, "The Alhambra," and became renowned for her stunning beauty and caustic wit. Jenny is equal parts charm and attitude, but she also knows how to use a shotgun when necessary. When Jenny meets Colton and learns why he has come to Dodge to find her, she joins Colton on his quest to get some answers for herself.

Thomas Magruder

Thomas Magruder served for the "other side" in the Civil War, eventually relocating to the West before the Confederacy fell completely to the Union. Out West, he used his considerable power and authority to make himself into a railroad and mining magnate and roams his holdings in the New Mexico territory in the custom cars of his gilded "Black Train." He exudes arrogance but strikes fear into the hearts of those around him. Much like Colton, Magruder is on a quest of his own that has consumed him since the War. He's determined to complete this quest, no matter who or what gets in his way.

Hoodoo Brown

He's the mayor, justice of the peace and coroner of the territory's bustling centrepiece city: Empire, New Mexico. Hoodoo runs his town like a king, basking in his notoriety and enforcing the "law" as he sees fit. His deputies enforce his will, making sure any "troublemakers" meet their fate at the end of a very short rope.

Hollister

More monster than man according to some, Hollister disappeared mysteriously during the Civil War. Rumour has it his tactics were so brutal, generals feared him and his men. He recently reappeared as the scarred commander of a renegade fort somewhere in the northern country.

CREDITS

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